

NaNoWriMo Progress		
Day	Words	
1	1667	[ ]
2	3333	[ ]
3	5000	[ ]
4	6667	[ ]
5	8888	[ ]
6	10000	[ ]
7	11667	[ ]
8	13333	[ ]
9	15000	[ ]
10	16667	[ ]
11	18888	[ ]
12	20000	[ ]
13	21667	[ ]
14	23333	[ ]
15	25000	[ ]
16	26667	[ ]
17	28888	[ ]
18	30000	[ ]
19	31667	[ ]
20	33333	[ ]
21	35000	[ ]
22	36667	[ ]
23	38888	[ ]
24	40000	[ ]
25	41667	[ ]
26	43333	[ ]
27	45000	[ ]
28	46667	[ ]
29	48888	[ ]

NaNoWriMo Progress (cont)		
30	50000	[ ]

Tick the box on the right when you've hit the word count!

NaNoWriMo Goals
The aim is to write a novel in November.
50,000 words or more.
It's about quantity, not quality.
(You and 200,000 other people.)

NaNoWriMo Useful Links
Home: <a href="http://www.nanowrimo.org/">http://www.nanowrimo.org/</a>
Facebook: <a href="https://www.facebook.com/nanowrimo">https://www.facebook.com/nanowrimo</a>
Twitter: <a href="http://twitter.com/nanowrimo">http://twitter.com/nanowrimo</a>
Tropes: <a href="http://tvtropes.org/">http://tvtropes.org/</a>

Rules for Effective Writing
Never use a metaphor, simile, or other figure of speech which you are used to seeing in print.
Never use a long word where a short one will do.
If it is possible to cut a word out, always cut it out.
Never use the passive where you can use the active.
Never use a foreign phrase, a scientific word, or a jargon word if you can think of an everyday English equivalent.
Break any of these rules sooner than say anything outright barbarous.
Extract from Orwell's Politics and the English Language. <a href="http://bit.ly/18z9lkb">http://bit.ly/18z9lkb</a>

The Hero's Journey
<b>Departure</b>
- The Call to Adventure
- Refusal of the Call
- Supernatural Aid
- The Crossing of the First Threshold
- Belly of The Whale
<b>Initiation</b>
- The Road of Trials
- The Meeting With the Goddess
- Woman as Temptress
- Atonement with the Father
- Apotheosis
- The Ultimate Boon
<b>Return</b>
- Refusal of the Return
- The Magic Flight
- Rescue from Without
- The Crossing of the Return Threshold
- Master of Two Worlds
- Freedom to Live
From: <a href="http://en.wikipedia.org/wiki/Monomyth">http://en.wikipedia.org/wiki/Monomyth</a>
<b>Dramatic Situations</b>
Supplication
Deliverance
Crime pursued by vengeance
Vengeance taken for kin upon kin
Pursuit
Disaster
Falling prey to cruelty/misfortune
Revolt
Daring enterprise



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### Dramatic Situations (cont)

Abduction

The enigma

Obtaining

Enmity of kin

Rivalry of kin

Murderous adultery

Madness

Fatal imprudence

Involuntary crimes of love

Slaying of kin unrecognized

Self-sacrifice for an ideal

Self-sacrifice for kin

All sacrificed for passion

Necessity of sacrificing loved ones

Rivalry of superior vs. inferior

Adultery

Crimes of love

Discovery of the dishonour of a loved one

Obstacles to love

An enemy loved

Ambition

Conflict with a god

Mistaken jealousy

Erroneous judgement

Remorse

Loss of loved ones

By Georges Polti.

### Inspirational Quotes

A story should have a beginning, a middle, and an end... but not necessarily in that order. - *Jean-Luc Godard*

Truth is stranger than fiction, but it is because Fiction is obliged to stick to possibilities; Truth isn't. - *Mark Twain*

You get ideas from daydreaming. You get ideas from being bored. You get ideas all the time. The only difference between writers and other people is we notice when we're doing it. - *Neil Gaiman*

Stories of imagination tend to upset those without one. - *Terry Pratchett*

No tears in the writer, no tears in the reader. No surprise in the writer, no surprise in the reader. *Robert Frost*

Writing a novel is like driving a car at night. You can see only as far as your headlights, but you can make the whole trip that way. - *E.L. Doctorow*

I like nonsense, it wakes up the brain cells.

Fantasy is a necessary ingredient in living. - *Dr. Seuss*

I may not have gone where I intended to go, but I think I have ended up where I needed to be.

-*Douglas Adams*



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